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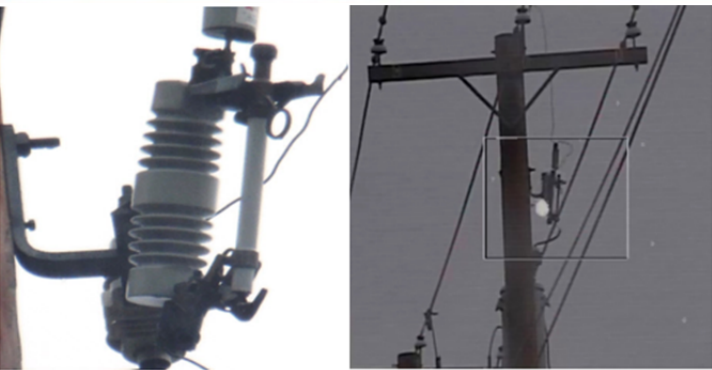


Figure 5: Discolored Cutout Insulator

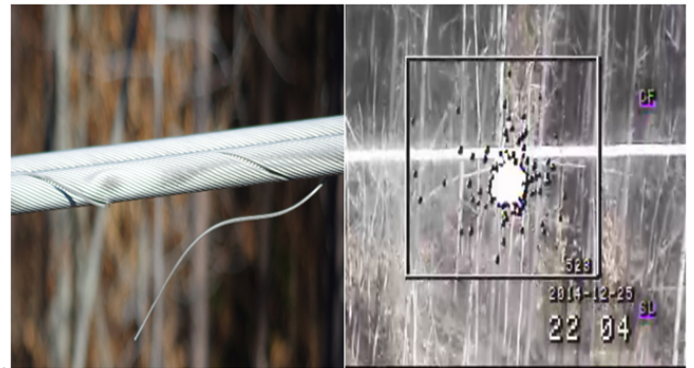


Figure 6: Broken Strands On Conductor



Figure 7: Cracked Cutout Insulator

# TM-IR UV III Camera Specifications

|  |   |
|--|---|
| <b>High Definition Visual Camera</b>         |   |
| Effective Pixels (approx.)                   | 4 Megapixels  |
| FOV  | 5.5' - 50° x 3.1' - 37° (Horizontal x Vertical)                 |
| Optical Zoom                                 | 10x   |
| Digital Zoom                                 | 16x   |
| Minimum Illumination                         | Color: 2.0lx (F1.8, Gain High)<br>B/W: 0.1lx (F1.8, Gain: High) |
| Electronic Iris                              | ON/OFF  |
| Day & Night                                  | Auto  |
| Digital Noise Reduction                      | ON/OFF  |
| Auto Focus                                   | Auto  |
| Aperture Compensation                        | ON/OFF  |
| <b>Thermal Camera</b>                        |   |
| Array  | 640x480 LWIR  |
| Sensor Frame Rate                            | 60Hz  |
| FOV  | 14° x 10° (Horizontal x Vertical)                               |
| Zoom   | Electronic Zoom 1x - 4x (0.25x step) and 4x (1x step)           |
| F Stop                                       | F/1.2   |
| Focus  | Manual Focus  |
| Video Output                                 | NTSC or PAL   |
| Image Processing                             | Histogram or AGC  |
| <b>UV Camera</b>                             |   |
| System FOV                                   | 16°   |
| Visual Channel Zoom                          | 10x optical, 12x digital  |
| Max Resolution per degree @ Max Optical Zoom | 136   |
| Sensitivity                                  | 240-280nm   |
| Effective Visual & UV Pixels                 | 640x480   |
| UV Channel Zoom                              | 0.5x, 1x, 2x (Full Screen UV Detection)                         |
| Solar Blind                                  | Yes   |
| Frame Integration Mode                       | Yes   |
| Frame Averaging Mode                         | Yes   |
| UV Slave to Visual                           | ON/OFF (ON upon start up)                                       |
| <b>Positioner</b>                            |   |
| Pan/Tilt Speed                               | 0.01 to 60°/sec   |
| Tilt Angle                                   | -60° to +15°  |
| Pan Angle                                    | 360° Continuous   |
| Position Accuracy                            | Within ±0.10°   |
| Position Reliability                         | ±0.02°  |
| Resolution                                   | 0.005°  |
| Backlash                                     | None  |
| Stabilization                                | Gyro Stabilized and Digital Stabilized                          |
| <b>System Specifications</b>                 |   |
| Operating Voltage                            | 12 VDC or 24VDC ± 20%   |
| Current Draw                                 | 4 amps Typical (11 AMPS Peak)                                   |
| Operating Temperature                        | -40°F to +158°F   |

\*Gimbal and optics operated through easy to use "Videogame Style" controller with interface box. DVR unit included for inspection recording with GPS tracking for precise post processing reliability and displayed over a daylight readable screen. System includes stabilized camera with interface control module, daylight readable monitor, DVR system with GPS overlay, controller, all cables, and ruggedized storage and transport cases.



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